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Stanley - February 20, 2026, 10:05 am

PlayStation Boss Attempts To Justify Bluepoint Games' Closure

Sony Interactive Entertainment exec Herman Hulst has recently explained the company's decision to shut down the Demon's Souls remake developer Bluepoint Games, citing a myriad of environmental factors from changing player behavior to ballooning development costs. In an email sent to staff that Kotaku obtained, Hulst praised some projects that are doing well, like Death Stranding 2, Ghost of Yotei, Helldivers 2, and MLB The Show. However, when it came to the Texas-based studio Bluepoint Games, Hulst explained that certain factors were "making it harder" to build games sustainably. "At the same time, we're operating in an increasingly challenging industry environment," Hulst said. "Rising development costs, slowed industry growth, changing player behavior, and broader economic headwinds are making it harder to build games sustainably. To navigate this reality, we need to continue adapting and evolving. We've taken a close look at our business to ensure we're delivering today while still well-positioned for the future. As a result, we will be closing Bluepoint Games in March."Continue Reading at GameSpot

<https://www.gamespot.com/articles/playstation-boss-attempts-to-justify-bluepoint-games-closure/1100-6538311/?ftag=CAD-01-10abi2f>

RangoWorld - February 21, 2026, 1:07 am

RIP. Video gaming industry as a whole is starting to struggle. At least game developers are.